

Method and system for producing dynamically determined drop shadows in a three-dimensional graphical user interface

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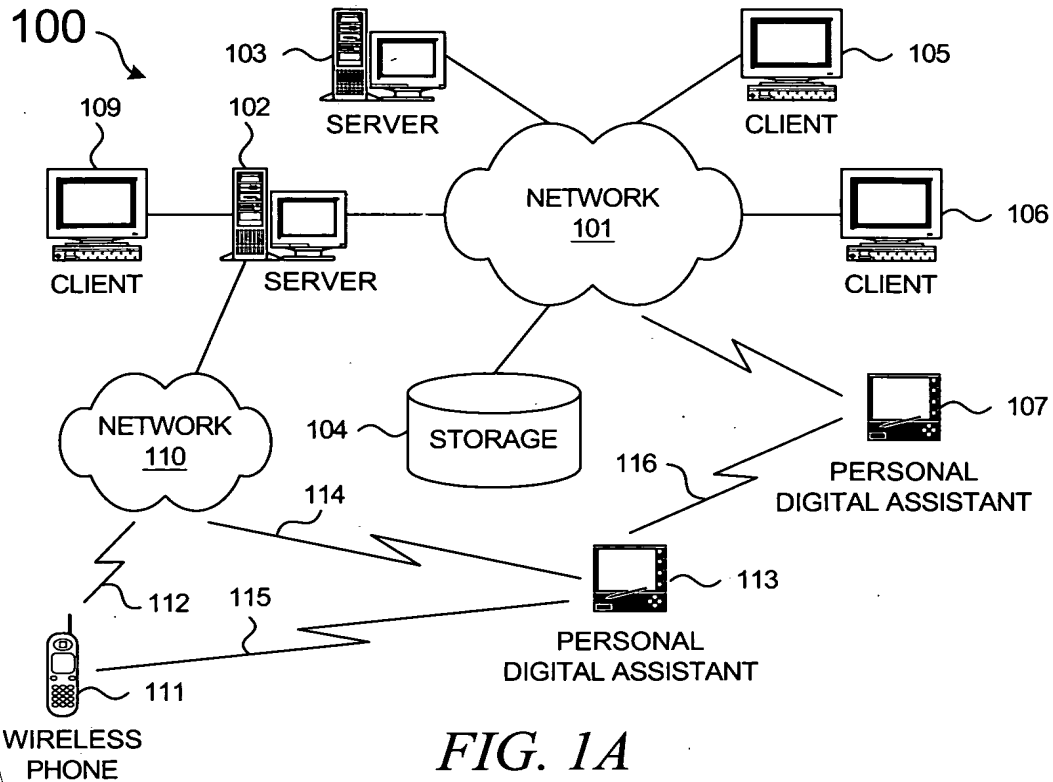


FIG. 1A
(PRIOR ART)

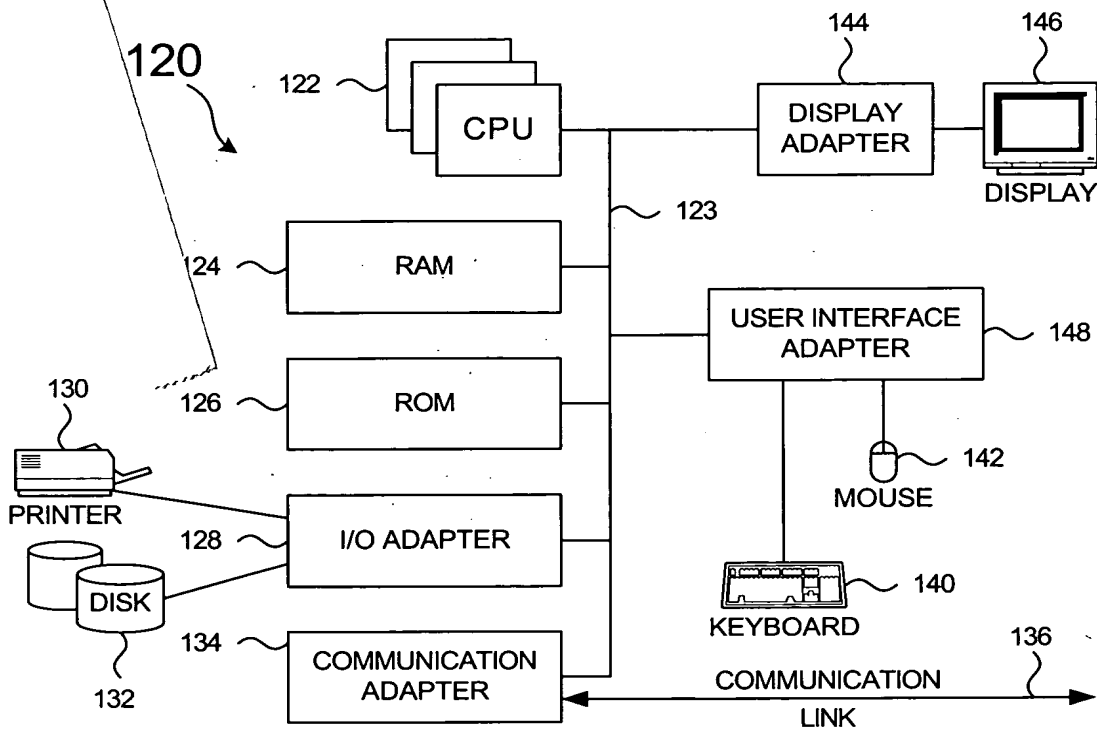


FIG. 1B
(PRIOR ART)

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in a three-dimensional graphical user interface

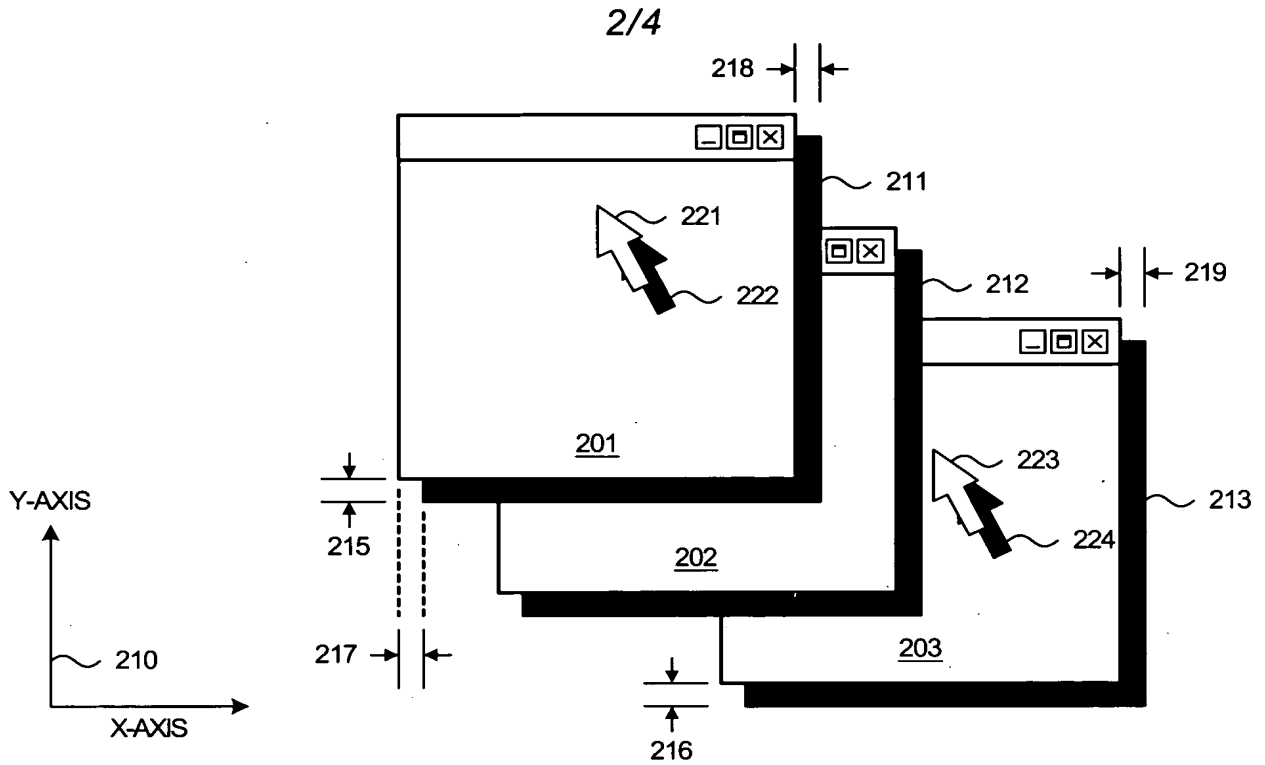


FIG. 2A
(PRIOR ART)

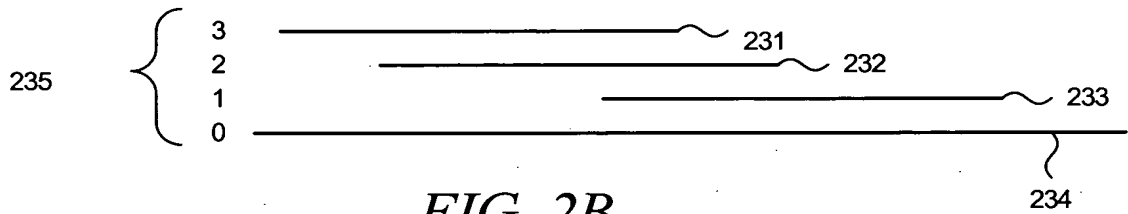


FIG. 2B
(PRIOR ART)

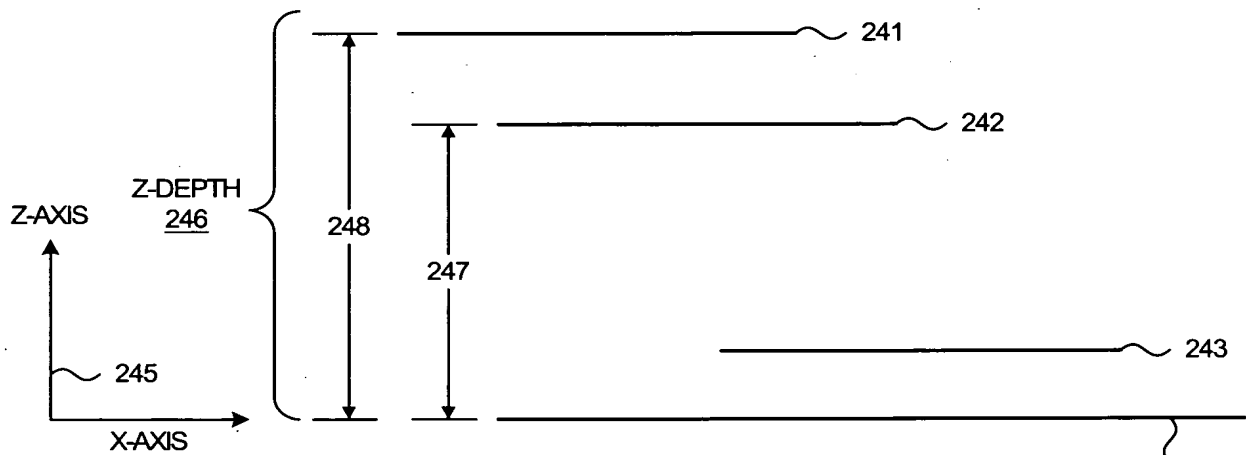


FIG. 2C
(PRIOR ART)

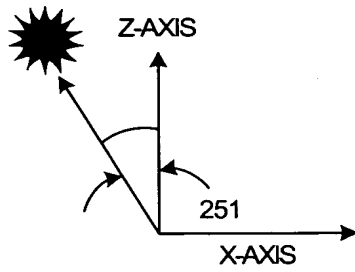


FIG. 2D
(PRIOR ART)

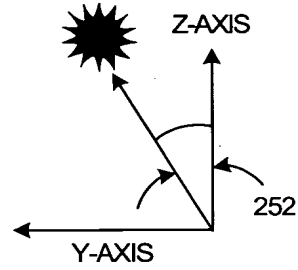


FIG. 2E
(PRIOR ART)

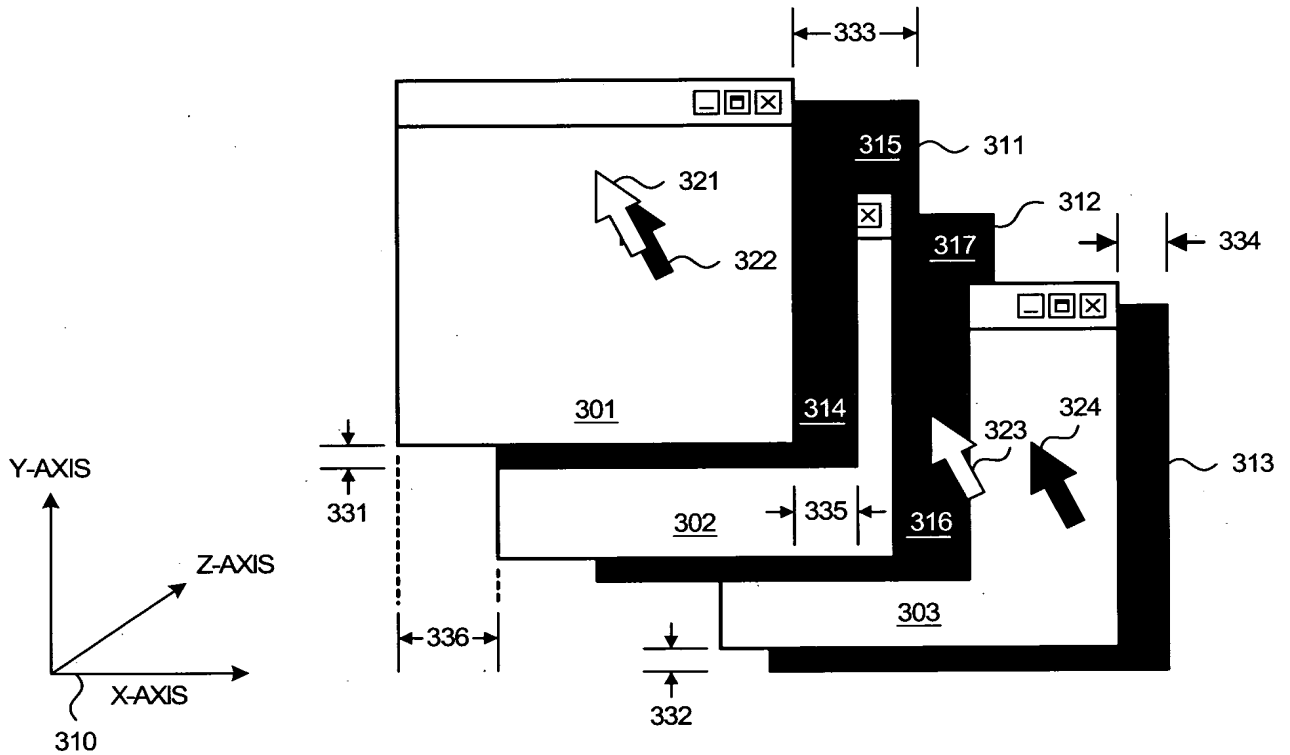


FIG. 3A

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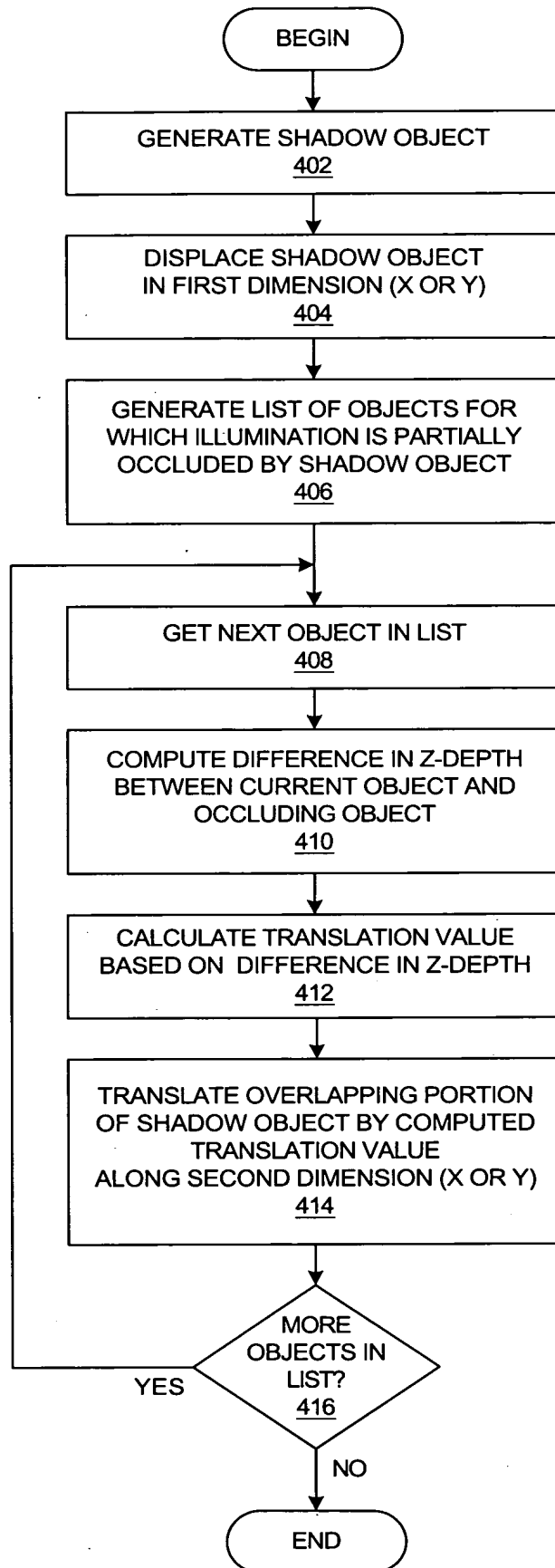


FIG. 3D